MEGA MERCS 2028
Alternate Near-Future, Combined Arms Skirmish

Quick-Start Rules

Core System:
Roll another d100 system, distances and ranges are measured.

Playing the Game and Taking Actions
Every unit has an **action pool**. The action pool determines the number and type of actions a unit can take each turn.

M Move **A** Attack **U** Utility Action

Attack or Utility Move or use equipment Move or attack

Wildcard action: Counts as move, attack or utility.

Movement: You can move as many times as your action pool will allow. Each move action must be completed before another one can be taken, unused movement is lost. You may set your units facing freely at the beginning and end of the move.

Allies do not obstruct movement but you may not finish your move in the same hex as another unit.

Attacking: Ranged attacks require a direct line of sight to a target in range. Melee attacks require the target to be in an adjacent hex.

Generally speaking weapons and equipment can only be used once per turn. If you have an action pool of **◆◆** and two weapons **you can fire each weapon once but not one weapon twice**.

- **Locking On:** Locking on to a target grants a +10% accuracy bonus when attacking it with ranged weapons. Target must be within 10 hexes.
- **Electronic Resistance:** Use the units electronic warfare rating to resist enemy jamming, hacking and lock-on attempts.
- **Reserve:** Reserve an action to be performed under simple conditions in the enemy phase. Must be paired with the relevant second action. (e.g. overwatch = **◆ + ◆**) **You cannot reserve move actions.**

Special Actions: Certain unit types have a special action they can use in specific ways.

Commander Action: Tank units have a commander action that they can be used to increase vision range, fire pintle mounted weapons or used as an extra utility action.

Focus Action: Mecha units have a focus action that can be used to fire multiple linked weapons at the same time, or evade incoming attacks.

Unit Stat Symbols:

Hit Points: The amount of damage a unit can take before it cannot continue fighting.

Electronic Warfare Rating: Units ability to perform and defend against jamming, lock-on and hacking attempts.

Agility: The chances of a unit being able to evade an incoming attack. (Not all units can evade, some must take special actions to do so, while others attempt to evade automatically.)

Vision Range: The range at which a unit can visually see enemies.

Movement Symbols
Generally movement symbols represent how many hexes a unit can move with each move action. Some types may have some difficulty moving through different terrain.

Infantry Movement: The movement type for infantry and smaller legged units. Gets bogged down by boggy terrain.

Legged Movement: The movement type for mecha and mega cavalry. Generally handles most terrain types without problems.

Tracked/Wheeled Movement: The movement type for most vehicles. Slowed by dense/broken terrain.

Flying/VTOL Movement: The permanent type for VTOL aircraft. Unimpeded by any terrain type but cannot benefit from cover.

Unit Customisation
Playable units in the game have a set of hardpoints for mounting weapons and equipment. Each hardpoint has a **[size]** ☐ and a **set of type symbols**. Equipment that has one or more of the same type symbols as a hardpoint, and are small enough to fit can be mounted there.

Hardpoints can mount as many items as they can fit. E.g. A **[size four]** ☐ hardpoint can mount two **[size two]** ☐ items, four **[size one]** ☐ items or one **[size four]** ☐ item.

Hardpoint and Equipment Type Symbols:

Light Weapon: Lighter vehicle mounted weapons such as heavy machine guns.

Artillery Weapon: Heavy duty, indirect fire support weapons.

Launcher: Optional secondary weapons such as disposable rocket pods.

Drone Controller: A special class of equipment needed to field drones.

Sensor Equipment: Radar modules, thermal imaging, fire control units and similar equipment.

Leg Hardpoint: Equipment specific to mecha legs. Like jump jets and ablate systems.

Medium Weapon: Medium sized vehicle scale weapons such as auto-cannons.

Pintle Mount: Weapons mounted on this hardpoint can be fired with a commander action.

Mecha Scale Melee Weapon: Pile bunkers, giant clubs etc...

Applique Armour: Detachable armour panels that can be added to a vehicle or mech for extra protection.

Electronic Support Equipment: ECM pods, network defence modules, data links and similar equipment.

Main Gun: Large bore cannons and similar sized weapons.

Mecha Scale Thrown Item: Really big grenades, really big demo charges etc...

Utility Equipment: Internal reinforcements, jump jets and amphibious modifications among other things.

Specialist Item: A weapon designed specifically for a certain unit. All specialist item are mounted on a special class of start card and may not be mounted on any other unit type.

Co-Axial Mount: All weapons mounted on this hardpoint can be fired with the same action, at the same target.

Integrated Equipment: Some units will have equipment listed on their start card as integrated <equipment name>. This equipment is considered built into the unit and **takes up no extra hardpoints. It cannot be removed.**

Weapon/Equipment Attribute Symbols:

Armour/Damage Reduction: Reduces in coming damage by X. Sometimes paired with damage symbols to denote reduction against specific damage types.

Spalling: Attacks from this weapon always deal X critical damage to the target's internal systems even if no critical hit was scored. (Only applies to direct hits)

Graze: This attack still does X damage even if it is evaded.

Demolisher: Attacks from this weapon can destroy certain terrain types, and may do extra damage against buildings.

Data Link: Allows the user to form a network with allied units that also have data links.

Armour Penetration: Ignores X amount of damage reduction if the target is within Y distance.

Indirect Fire: The weapon does not need line of sight to it's target to attack but suffers -20 to it's hit roll without it. If the target is locked then this penalty is negated. Has a minimum range of X

Tracking: If the target is locked then attacks from this weapon gain +X chance to hit. (Replaces regular bonus.)

Limited Ammo: This weapon/equipment can only be used/fired X number of times per game.

Requires Power: This weapon/ piece of equipment cannot be used if the unit is suffering from EMP shock.

Blast: This attack deals X area of effect damage within a radius of Y

Linked: Mecha can fire two weapons with the linked attribute with the fire-control focus.

Variable Ammo: This weapon can change its weapon's ammo type as a utility action. Ammo types are specified on the weapon's start card.

Heavy EMP: Targets that get hit by this weapon suffer EMP shock.

Light EMP: Targets that take a critical hit from this weapon suffer EMP shock (does not stack with spalling)

Large Projectile: This weapon's attack uses a large projectile and is vulnerable to interceptors.

Interceptor: Each turn this equipment negates up to X number of shots from large projectile weapons against targets within Y. If Y is 0 only the carrying unit is protected.

Slash: This weapon's attack can hit all targets in a three hex arc in front of the wielder.

Lock-Strike: Allows a unit to lock on without line of sight, the target must still be within 10 hexes.

Tanks
Tanks are more straight forward to use than other unit types. They come with a degree of armour protection by default and the ability to carry large pieces of equipment. However their drawbacks include poor visual detection range and limited action pools.

Tank Unique Mechanics:
- **Co-Axial Mounts:** Most vehicles have a large **[co-axial]** ⊕ hard point. All weapons mounted here can be fired at the same target using a single **[attack action]** ◆ action.
- **Pintle Mounts:** Weapons mounted on a vehicle's pintle mount can be fired with either a regular **[attack action]** ◆ or the commander action.
- **Variable Ammo:** If a weapon has the **[variable ammo]** ⚙ attribute tank crews can change the ammo type as a **[utility action]** ◆.
- **Ramming:** All vehicles can perform a ram action. As part of a move action deal X **[impact]** ⊘ damage to a target along your vehicle's line of movement. Amount of damage is 1 for every hex moved in a straight line prior to finishing the move action. This attack has a base **[accuracy]** ⊕ of 30 and is unaffected by any other modifiers. Infantry automatically dive out of the way. The ramming vehicle takes half the damage dealt on it's front arc.

The Commander Action:
Tank units have a commander action that represents the commander helping out the crew. It can be used in the following ways:
- **Look Around:** Gain +4 **[vision]** 👁
- **Hands On:** Gain a **[utility action]** ◆
- **Fire Pintle Mount:** Attack with a weapon on the vehicle's **[pintle mount]** ◆

Stacking Stat Modifiers:
Stat modifiers can be said to come from several broad sources: equipment, player abilities and the environment(terrain etc). Generally any stat bonuses from the same source **do not stack.** If multiple pieces of equipment would increase the same stat, then the highest bonus is used. (E.g. If you have two FCS that give you +5 accuracy and +10 accuracy respectively, you will gain +10 accuracy. If you have a special ability that grants +5 accuracy and an FCS that grants +10 you will gain +15 accuracy.)

Notable exceptions:
- Armour reduction can stack with **shield** damage reduction.
- Bonuses gained from **passive and active abilities** can stack (e.g. passive shield damage reduction and defence focus damage reduction. However if there are multiple sources for passive and active bonuses, the highest one from each is used.)
- Accuracy bonuses gained from target locks/ tracking can stack with passive accuracy bonuses, or bonuses that are not based on target locks. (Again if there are multiple sources then the highest is used.)

Negative modifiers follow the same rule. So generally the highest positive and negative modifiers from all relevant sources will be combined to get the net modifier to a stat.

Mecha
Mecha are generally the most flexible unit type. Their capabilities depend heavily on their equipment load out and their play style can be further adjusted through the use of their focus action. In short: mecha can do almost anything but they cannot do everything at once.

Mecha Unique Mechanics:
- **Linked Weapon:** While using the fire control focus a mech can fire two weapons of the **same type** with the **[linked]** ⇆ attribute at the **same target** using a single **[attack action]** ◆.
- **Variable Ammo:** Mecha require compact auto-loading systems that generally can't swap between multiple ammo types on the fly. Mecha can still mount weapons with the **[variable ammo]** ⚙ attribute but they must choose a single ammo type before the game starts.
- **Universal Melee Attack:** All mecha can attack a target by striking it with their limbs or slamming it with their bulk. Such attacks have the following stat line: ❤ 50 ⊕ 70 ✚ 5 ⚡ 10

The Focus Action:
Mecha are controlled by a single pilot that can enhance their capabilities depending on where they focus their attention during battle. At the start of the turn a mecha player can use their focus action to gain on of the following abilities:
- **Fire Control Focus:** Fire multiple **linked** ⇆ weapons as described above.
- **Evasion Focus:** Incoming attacks from the front arc have a chance to be dodged based on the mecha's **[evasion]** 🌀 stat.
- **Defence Focus:** Gain extra benefits if you are using a shield. (See shield equipment for specific details.)
- **Melee Focus:** Attack with up to 3 melee weapons in **a single attack action**. Weapons must be mounted on **opposite arms**, (one left, one right) Enables the use of the **charge action** where you can perform a **single melee attack** right after finishing a move action in a straight line.

Would You Like to Know More?
See the full rule book, which has more in-depth explanations of the core rules and covers more advanced topics such as electronic warfare, optical stealth and infantry rules.

Warning: The rule book is around 20 pages long, the QM advises you to use the table of contents to skip straight to the section you want to learn about to avoid information overload.

Armour and Damage Reduction:
Some units may take less damage from incoming attacks because they have armour or equipment that provides **[damage reduction x]** 🛡 where x is the amount of damage reduced. Some armour types only protect against specific damage types; unless paired with specific damage symbols **[damage reduction]** can be assumed to apply to all damage types.

Some units have damage reduction that only applies to specific arcs. These protection levels are often colour coded in a section on the units start card with the symbol in the middle representing protection against top down attacks such as direct hits from weapons with the **[indirect fire]** ⟰ attribute.

Terrain:
Terrain has four characteristics: Concealment, Cover, Line of Sight Blocking and whether it is rough or impassable. Modifiers from concealment or cover do not stack, instead use the greatest one that applies.
- **Concealment:** Attacking enemies in behind concealing terrain reduces weapon accuracy by the terrain's concealment value.
- **Cover:** Attacking enemies in or behind terrain with cover reduces weapon damage by the terrain's cover value. Damage reduction from cover can stack with a unit's armour.
- **Line of Sight Blocking:** Units cannot draw line of sight **through** terrain with LoS blocking, but they can draw line of sight to a unit **in** the terrain in which case concealment and cover still apply.
- **Rough/ Impassable Terrain:** Rough terrain costs a unit two movement points to move through while impassable terrain cannot be moved through or occupied. Depending on a unit's movement type and whether it has special equipment not all rough terrain will impose a penalty. Details on terrain restrictions are often given in the briefing.

Blast Weapons and Scattering:
Weapons that have a blast attribute with a range greater than 0 will have the shot scatter if it misses. The scatter direction is determined by rolling a d6. **Indirect blast** attacks scatter between **1 to 3** hexes while **direct fire blast attacks** scatter **1 to 2** hexes.

Attacks of Opportunity and Disengaging:
When a unit starts it's turn **adjacent to and within the front arc** of an **enemy unit capable of melee attacks** and tries to move away it will suffer an attack of opportunity from the enemy unit, automatically taking 0 damage (damage type depends on unit). To avoid this a unit can **disengage as a [move action]**. When disengaging move one hex away from the enemy ignoring terrain penalties (but not impassable terrain), without suffering an attack of opportunity.

Weapon Stat Symbols:
- **Accuracy:** The chances of a weapon's attack hitting. Most roll under this number on a d100
- **Rate of Fire(RoF):** The number of attacks a weapon can make with each attack action.
- **Melee Symbol:** Denotes a melee attack, this symbol replaces the range symbol.
- **Range:** The range of a special ability or weapon attack in hexes.
- **Penetration:** The chance of an attack dealing critical damage.
- **Critical Damage:** Damage dealt to a unit's internal structure when a critical hit is scored. Excessive critical damage can destroy a unit even if it still has hit points.

Damage Types
- **Shaped Charge Damage:** A damage type dealt by weapons that rely on shaped charges such as HEAT warheads.
- **Piercing Damage:** Damage that involves force focused on a single point. Generally dealt by bullets, spikes and other pointy objects.
- **Energy Damage:** A damage type dealt by beam emitters and melee weapons sheathed in energy fields.
- **Impact Damage:** A damage type that represents raw force. Dealt by high explosives and heavy melee attacks.
- **Slash Damage:** A damage type dealt by blades and claws.

Make Your Unit

You have 1000 ⊙ (credits) to spend on your starting unit. Choose one of the chassis types below and spend your remaining credits on outfitting it with weapons and equipment.

Bi-Ped Mecha:

Crocodile Mk2 — General Purpose Mech — 600 ⊙

Quadruped Mecha:

Cobra-KA1 — Fire Support Mech — 500 ⊙

Tanks:

Tegu MBT — Main Battle Tank — 600 ⊙

Boa Assault Gun Carrier — 600 ⊙

Equipment List:

Light Weapons:

Launcher Weapons:

Gun-Launchers:

Medium Weapons:

Large Cannons:

Mech-Scale Melee Weapons:

Indirect Fire:

Fire Control Units:

Sensors:

Defensive Utilities:

Mech Mobility Enhancement:

Drones:

Recon Drone